Software from Optimum Resource

Stickybear® Bop

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Apple

5.25" disk included

Mac LC with Apple IIe card, IIGS, IIc+, IIc, IIe, II+, II, Laser 128 and compatibles.

FREE 3.5" Disk Exchange Coupon!

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Software from Optimum Resource

Stickybear BOP

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Made Primarily from Recycled Fibers

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Software for Optimum Resource

Stickybear Bop

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How to play STICKYBEAR BOP™

For your Apple® Personal Computer

Stickybear™ Bop will work on any *Apple II*, *Apple II Plus* with 48K and a disk drive with DOS 3.3 (16 sector), *Apple IIe* or *Apple III*.

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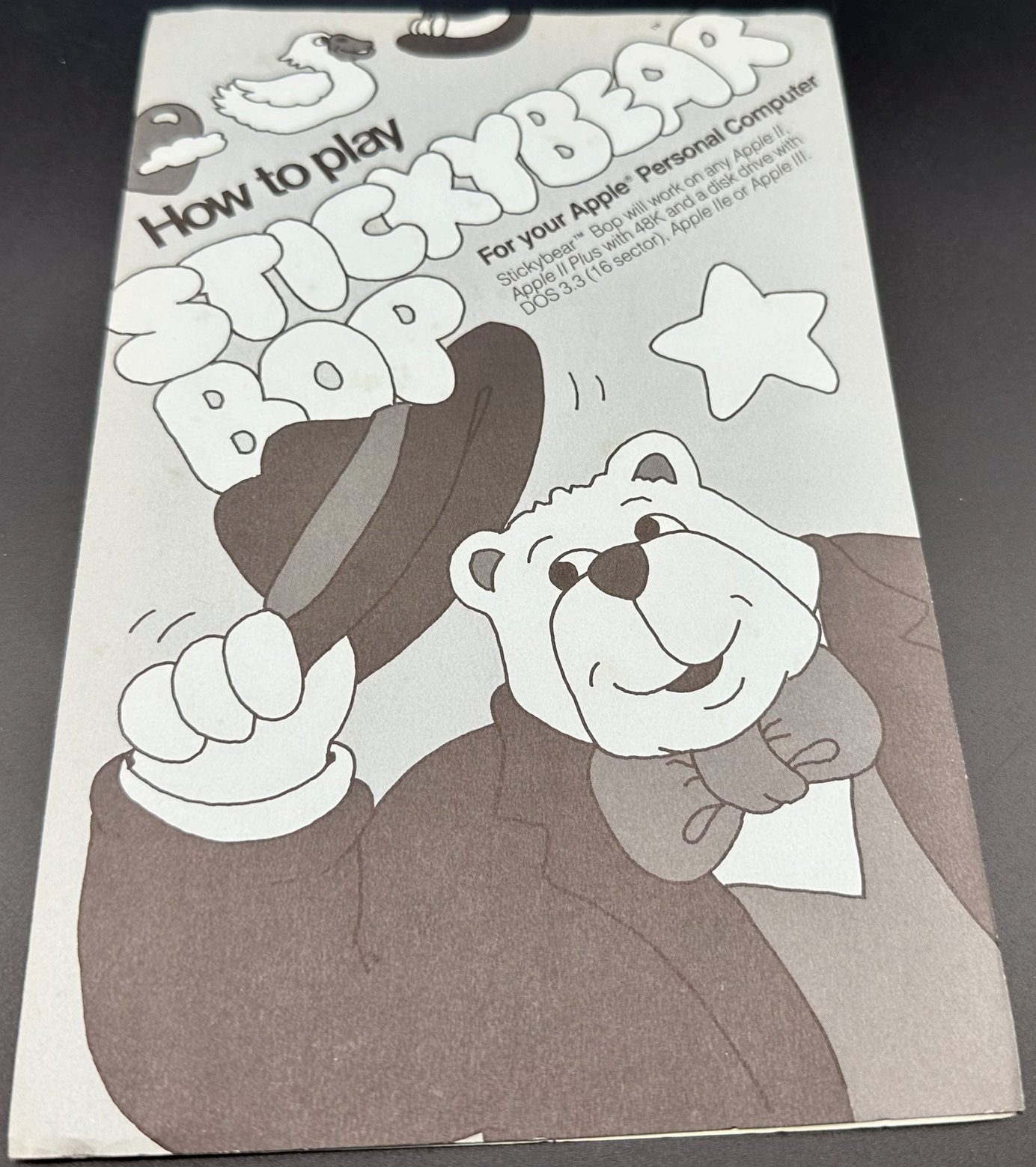

Object

The object of the game is to accumulate points by bopping as many things as possible before running out of balls or getting bopped by a sandbag.

Each successive round requires more skill, and features colorful new objects to bop. The increasing difficulty as you progress makes this game fun and challenging for all ages. Quick hands, accuracy, and practice are what you'll need to survive to the final rounds.

How to start

Put the program diskette into the drive and turn your Apple on. If you have Autostart, you will see the title panel, followed by the instruction "CHOOSE K FOR KEYBOARD OR P FOR PADDLE." Make your selection by typing K or P. If your Apple does not have the Autostart ROM, you will see the monitor cursor ★. Type 6; then type P while holding down the key marked CTRL (6 CTRL P); then press the RETURN key.

Game paddle play

If you choose P for Paddle, the game can be played using paddle 0. The wheel controls the movement of your flipper. The paddle button will toss up a ball. Press the key marked ESC to halt the game at any time. Press ESC again to resume play.

Keyboard play

If you choose K for Keyboard, the game can be played using the following keys:

The arrow keys ← → move the flipper left and right.

The SPACE BAR stops the flipper from moving.

The number 1 key will toss up a ball.

Press the ESC key to halt and resume play.

Now let's play STICKYBEAR BOP!

You will start with 10 balls — 9 in the box and one on the flipper.

ROUND 1 Game opens with a large smiling Stickybear moving slowly by, tipping his hat, while planets, ducks, and hats pass above him. *Bottom row: 200 points. Middle row: 600 points. Top row: 1,000 points.*
Bop 10 objects to move to Round 2.

ROUND 2 Mr. and Mrs. Stickybear appear at either side of the screen and begin juggling balls, stars, and apples. The juggled objects can be hit only at the top of their arc. *Hint:* The far right side is the best place to bop them from. Each juggling object is worth 1,130 points.
Bop any 3 objects to move to Round 3.

ROUND 3 Stickybear sails gently across the top of the screen in his balloon. He smiles, waves, and tries to drop sandbags on the flipper. If he splats you with a sandbag, the game is over. Try to avoid the sandbags to get safely through the round, or bop the sandbags for 2,000 points each. *Bonus:* For every 3 sandbags bopped, you get an extra ball (up to 10 in the box). When Stickybear sails off on the right, move to Round 4.

ROUND 4 Mrs. Stickybear bounces her ball across the screen with rabbits, hearts, birds, stars, and flowers above her. The point values are the same as Round 1.
Bop any 20 objects to move to Round 5.

ROUND 5 Same as Round 2 except each object must be bopped twice.

ROUND 6 A pair of silly birds fly across the screen and, if they are not bopped, steal balls from the box on the right. They fly back with the balls in their beaks and give you one more chance to get the balls back. A bopped bird is worth 1,500 points.

After Round 6 the game continues with more sandbags, a bigger flock of silly birds, and more of everything else to be bopped.

GOOD LUCK AND HAPPY BOPPING!

Stickybear™ Bop
Designed by Richard Hefter and Jack Rice

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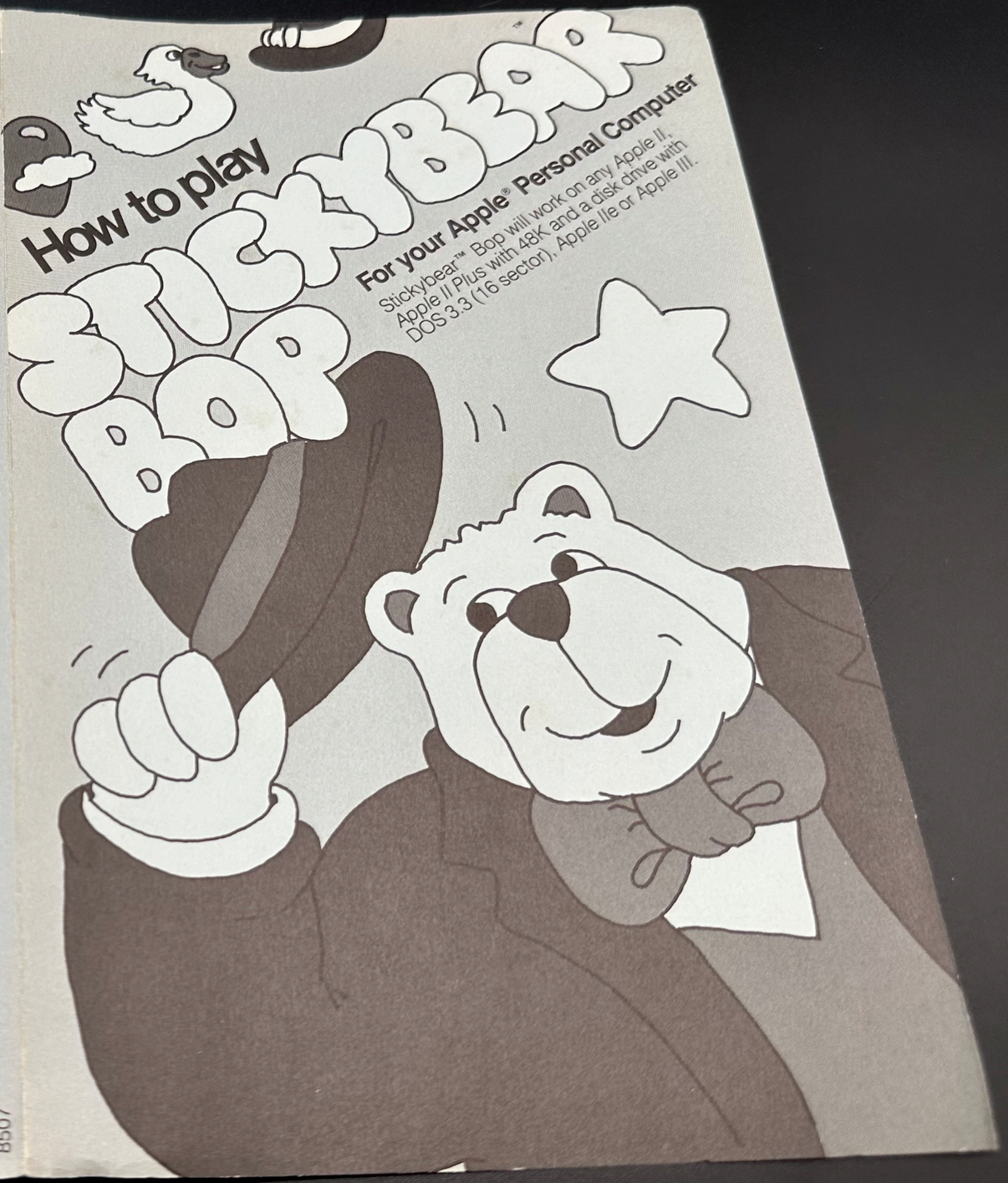

THE STICKYBEAR® FAMILY

Bedford Stickybear

Sara Stickybear

Bumper Stickybear

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